Too Many Bones

UnBreakable

Rulebook

Version 1.0

Too Many Bones: Unbreakable

A Note From Josh and Adam:

We wanted to end this chapter of the Too Many Bones story with a bang: an epic, over-the-top experience that builds on past gameplay mechanics and lore while still being accessible to players entering the TMB universe for the first time. We're very proud of the results. Too Many Bones: Unbreakable and the other TMB content we released with this round, including a boatload of extra encounters, enemies, and Gearlocs, really stretched our entire team of developers and allowed us to push the boundaries of this game on a variety of fronts. Of course, as always, the biggest bang was made by our fans, who followed us to a new crowdfunding website and subsequently raised an astounding $3.3 million for the game's campaign. As always, our gratitude and love goes out to you. And one more thing: While Unbreakable may be the last major expansion in this version of the Too Many Bones line, never fear. In one form or another, the Too Many Bones franchise will continue. We love our Gearlocs and the world of Daelore way too much to have it any other way.

Josh and Adam

Credits

The creation of the products in the Too Many Bones: Unbreakable campaign goes well beyond this game itself, encompassing several other expansions and add-ons. As such, this credits page is an accounting of the production team for the entire project, including the new Gearlocs, the 40 Caves and Waves expansions, and Rage of Tyranny.

Publishers
Adam Carlson
Josh Carlson

Game Design & Development
Adam Carlson
Josh Carlson
Logan Giannini
Ryan Howard
Salem Scott
Shannon Wedge
Josh Wielgus

Additional Gameplay Concepts
Timo Hollenbach

Illustration
Anthony LeTourneau
Federico Pompili

Graphic Design
Melonie Lavely
Chelzee Lemm-Thompson
Bree Lindsoe
Jill Van Heel

Creative Writing
Ryan Howard
Josh Wielgus

Cultural Consultation
Jason Perez

Playtesting, Proofing, & Other Valued Contributions
Gabe Amodeo, George Aristides, Tom Aroune, James Aslanian, Jonathan Banas, Christopher Bassett, Jacob Bouldin, Mark Buxton, Nick Caratelli, Al Carriere, Andrew Chesney, Eric Christensen, Jeffrey de Vries, Patrick Devlin, Andrew Dyrud, Sarah Garry, Amanda K. Gehrke, Scott Gillard, Angela Grandell, Jillian Green, Justin Hansen, Jared Hodges, Sarah Hodges, Quinton Hodges, Landon Hodges, Darren Isnor, Jacob Isnor, Ioanna Viktoria Kalampaka, Heather Kilber, Dane Kleppan, Josh Knight, Daniel LaGrotta, Simon Lepkin, Chuck Lindblom, Theodore Logan, Abby Longmore, Ben Longmore, Jason Lowder, Joseph Lundström, Adrian Luth, Melanie Owen, Shaun Parks, Emil Patyna, Ryan Picklesimer, Benjamin Pohl, Stacey Poirier, Chris Russell, Andrew Santoro, Ron Schachtner, Max Scheufler, Charlie Schneider, Jeremy Schwarzrock, Luke Seigars, Antonis Spanos, Lindy Stewart, Justin Swaine, Heather Swartz, Ian Szechowycz, Jordan Szechowycz, Dustin Thornborrow, Travis Van Winkle

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We consider this rulebook a living document and may continue to add and update as necessary with new expansions and content. Latest versions will be posted at chiptheorygames.com/support.

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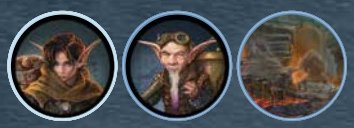
x19 1Pt Baddies

Day Counter

x65 Health Chips

Battle Mat

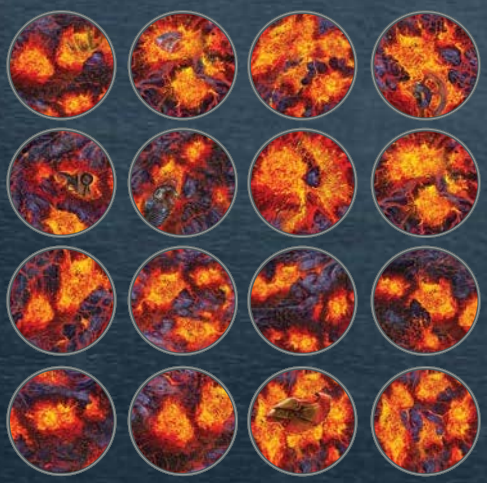


x2 Gearloc Chips & 1 Phase Chip

x2 Gearloc Mats

x4 Lane Markers

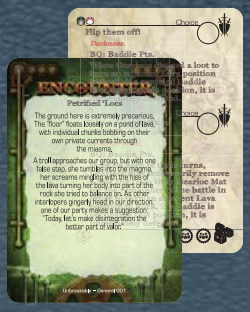
x14 5Pt Baddies



x16 Rock/Lava Chips

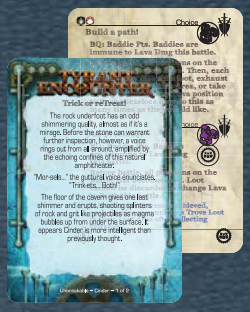
x7 20Pt Baddies

x22 Special Encounters



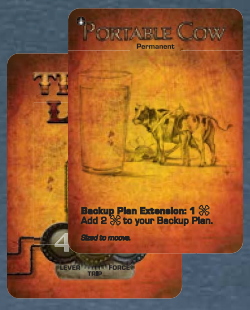
x28 General Encounters

x12 Solo Encounters

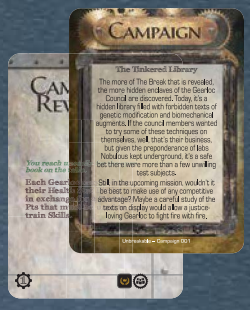


x13 Tyrant Encounters

x30 Loot



x10 Trove Loot



x7 Campaign Cards

x5 Epilogue Cards

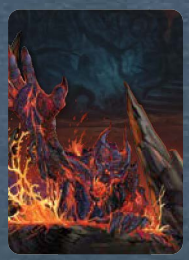
Tyrants
x8 Cards, x9 Chips, x6 Dice

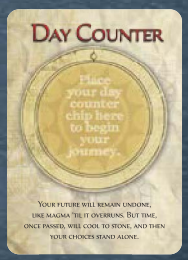
x2 Gearloc Initiative (Ini) Dice

x12 Effect Dice

x8 Stat Dice

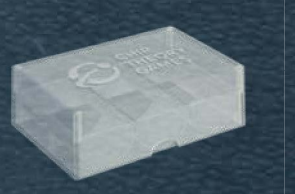
x4 Baddie Ini Dice



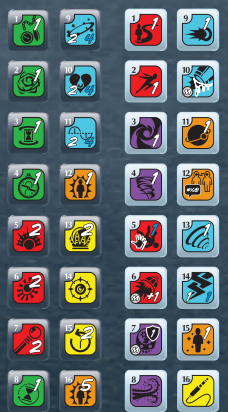


Day Counter & Cover Cards

x3 Dice Storage Trays



x2 Chip Storage Trays



x32 Gearloc Skill Dice

x4 Lockpicking Dice

x10 Attack (Atk) Dice

Round Counter

D6

Adventure Token
(for use with Adventure Map add-on)

x16 Defense (Def) Dice

x4 Reference Sheets

Gearloc Council Notice

Attention all Obendarian subjects of the Gearloc Council. This body has just confirmed that the unthinkable has occurred: Nobulous Grint, our fearless leader, is dead, killed at the hands of that feckless outlaw Duster and a band of rogue Gearlocs she corrupted with her vile words.

In the wake of this despicable crime, Nobulous's killers have hidden themselves in The Break, seeking refuge in the compound of Mirawatt Hutson, another traitor to the Council's cause. We believe they plan on setting up an underground network there, from which they will launch espionage missions that will harm freedom-loving Gearlocs everywhere.

Fortunately, their movement is likely to end before it can truly begin. Between the dangerous lava flows and all manner of terrifying monsters – be they poisonous, orc, troll, or the mysterious troglodyte – The Break will prove hostile for any Gearlocs cowardly enough to hide there.

In these uncertain times, the Council has laid down some new edicts for Obendar's Gearloc population to follow. Henceforth, it is illegal to disseminate rumors that Nobulous oppressed Gearlocs, that these rogue actors are acting as liberators, or that they are working within The Break to destroy threats to Daelore as a whole. Any suggestion that The Break was anything other than what has been scientifically proven – a natural phenomenon of unknown origin – is prohibited under penalty of imprisonment, as is any attempt to join these interlopers in Southern Daelore.

Finally, the Council is prepared to offer a handsome reward for any Gearloc involved in crimes against Nobulous Grint, with a particularly generous prize for information leading to the capture or killing of the Gearlocs known as Figment and Gale. Since the so-called "adventurers" moved underground, these two Gearlocs have played a key role in their operations and must be stopped immediately.

Returning to Obendar

For those of you who have played a Too Many Bones game: Welcome back to Obendar! You are likely already familiar with most of the contents of this rulebook. For your convenience, here are page references for the rules and concepts that are new to Unbreakable, so you can jump into your Adventure as quickly as possible!

Break-Type Baddies: page 19

Battle Mat Positions (covers Rock/Lava Chips): page 20

Adjacent and Diagonal Movement (covers the diagonal movement rule not originally included in base TMB, and movement rules for Rock/Lava Chips): page 21

Rock Positions and Lava Positions: page 21

Battle Modifiers: page 26

Light Loot: page 27

Loot and Lava: page 28

OBJECTIVE

Your task is clear: Seek out the elusive Tyrant by traveling through the dark and perilous caverns below Daelore. Victory will be yours if you defeat the Tyrant before time runs out!

GAME SET-UP

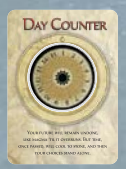
Let's start by setting up for your Adventure. Place the Battle Mat in the center of your play area.

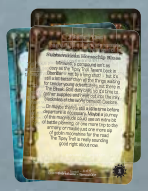
Tyrant and Day Counter

Select a Tyrant or draw one at random (you may look at both sides and familiarize yourself with its Skills and Tyrant Die effects). Games can range from 1-3 hours depending on how many days are provided to reach the Tyrant and the number of Gearlocs in the party. Place the cards, chips, and dice associated with the chosen Tyrant to the left of the Battle Mat (the Box Contents on pages 4-5 show all components related to each Tyrant).

Place the Day Counter Card and Chip (set to 1) directly below your Tyrant Card.

Defeated Baddie Stack





Exhausted Dice

Loot Area

Exhausted Dice

Loot Area

Encounters
Find any Tyrant Encounters associated with chosen Tyrant (2-4 blue cards and labeled with the Tyrant name at the bottom of the card) and set those aside. Place other Tyrant Cards in the game box.

Shuffle the General Encounter Deck (green and labeled "General" at the bottom), or Solo Encounter Deck (green and labeled "Solo" at the bottom) if playing with only one Gearloc. Draw Encounter Cards equal to the number of days (#) shown on your Tyrant Card minus 2 cards. Shuffle these together with the Tyrant Encounter Cards you set aside to form an Encounter Deck, and place to the left (story side up) of the Battle Mat as shown. Place unused General and Solo Encounter Cards in the game box. In rare instances where you run out of Encounters, you may replenish your Encounter Deck from the game box.

Finally, place a randomly chosen Day 1 (1, Special 001-008) and Day 2 (2, Special 009-016) Encounter Card, in order, on top of your newly created Encounter Deck. Place other Special Encounters in the game box (keep these accessible, as you may need them later on). Place the Cover Card on top of the Encounter Deck if you'd like to make Encounters even more of a surprise.

Loot & Trove Loot
Shuffle all Loot and Trove Loot Cards separately and place both decks (chest side up) to the right of the Battle Mat. Take the 4 Lockpicking Dice and place them nearby.

Baddies
Using the Baddie Type icons, Troll (), Orc (), Bog () and Break () shown on your Tyrant Card, find all Baddies of these types. Flip them face down, shuffle, and create separate 1Pt, 5Pt, and 20Pt Baddie "Active Stacks." Place these stacks above the Battle Mat. Place unused Baddie Chips in your game box (on occasion, you may need to access these Baddies for a specific Encounter). If you ever run out of Baddies in an Active Stack, reshuffle defeated #Pt Baddies to replenish that Active Stack.

Gearlocs
Each player chooses a Gearloc and places their selected Gearloc Mat, Gearloc Chip (with # of Starting Health Chips underneath it), Initiative (Ini) Die, and Stat Dice as shown. Adjust mat placement to your liking based on party size. Place Gearloc Reference Sheet nearby.

Find your Gearloc's 16 Skill Dice and place them in a Storage Tray near your Gearloc Mat (feel free to use tray covers for storing Atk and Def Dice near each Gearloc as well).

Using your Gearloc Reference Sheet (front right column), look for any Skills with a circle () next to their name. Your Gearloc starts the game with these Skills (find the Skill names on your Gearloc Mat and then place the Skill Dice with corresponding numbers into those slots on your mat).

Collectively choose a Party Leader, who is responsible for making tie-breaking decisions. Choose a game mode to play on as well, detailed on page 32. Adventurer Mode is recommended to start.

Other Components
Below the Battle Mat, make pools of Atk Dice, Def Dice, and Effect Dice. Set the D6 in this area as well.

Place the 4 Lane Marker Chips above the Battle Mat as shown. Do the same for the 4 Baddie Ini Dice and Health Chip stacks as shown. Place the 16 Rock/Lava Chips in the Battle Mat with their Rock side up.

Lastly, place the Round Counter Die on the left side of the Initiative (Ini) Meter on the Battle Mat, set to R1. Make sure the Gearloc Adventuring Reference Guide (GARG) and Baddie Skills Reference are close by.

You are ready for your Adventure!

GAMEPLAY OVERVIEW

While the main objective of Unbreakable is to take down the selected Tyrant, you must first earn enough Progress Points (Pts) to do so. It's also imperative that you strengthen your Gearlocs, honing their Stats and Skills with Training Pts in preparation for that final battle.

Both Progress Pts and Training Pts can be earned through daily Encounters. These situations will provide your party with choices that can result in peaceful outcomes or battles.

Let's start by discussing how and when all of this happens.

GAME PHASES

Each day of your Adventure will take you through 4 game phases. Once completed, a new day begins and you will repeat these phases.

1. New Day Phase

- Rotate Day Counter 1 day (skip this for Day 1).

2. Encounter Phase

- Draw an Encounter and read it to the party; if your party has earned enough Progress Pts, you may instead challenge the Tyrant.
- Pick a choice (if applicable) and attempt to successfully complete it.
- If successful, go to the Reward Phase.
- If unsuccessful, skip the Reward Phase and go directly to the Recovery Phase.

3. Reward Phase

- Gain all rewards specific to your choice. Also gain any general Encounter rewards.
- If rewards include Loot or Trove Loot, draw them now.
- If rewards include Training Pt(s), use them now.
- If rewards include Progress Pt(s), place card (with Progress Pt showing) under Tyrant Card.

4. Recovery Phase

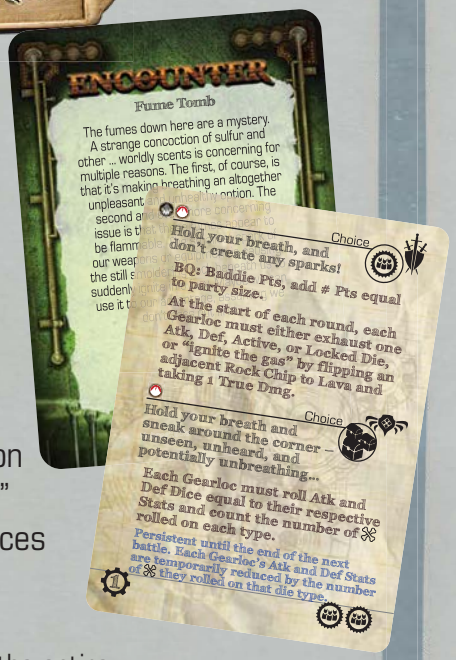
- Trade Loot and Trove Loot within your party. Any loot! Any amount! To anyone… or leave it behind (discard whatever you like)!
- Make a Lockpicking Attempt. This can be on your Trove Loot or someone else's.
- Individual Options (each Gearloc may choose 1):
  - **Rest and Recover:** Heal to full HP.
  - **Search for Better Loot:** Discard 1 Loot or Trove Loot. Roll 6 Atk Dice. For each ⚒ you roll, reveal a Loot Card – you may keep 1. If no ⚒ is rolled, discard still happens.
  - **Scout the Area:** Roll a D6. On 1-3: Reveal a 1Pt Baddie; 4-5: Reveal up to a 5Pt Baddie; 6: Reveal up to a 20Pt Baddie. Reveal the first face down chip on the stack. Once revealed, you may leave that Baddie face up in the same position in the stack or cycle it to the bottom of that

stack (returning it face down).
*There is no limit to the # of Baddies you can reveal per stack.

This completes your day! Start over at New Day Phase.

*These game phases are what progress you through the game. They will make even more sense once you learn about Encounters, your Gearlocs, and how battles work.

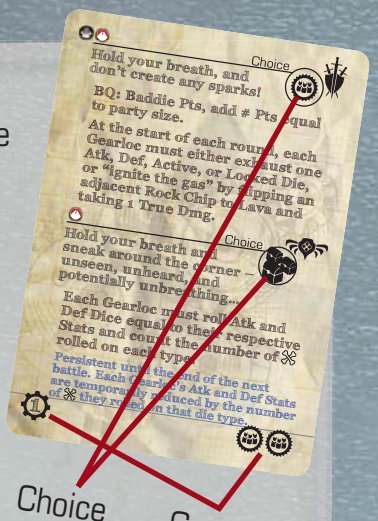
ENCOUNTERS


ENCOUNTER
Fume Tomb
The fumes down here are a mystery. A strange concoction of sulfur and other ... worldly scents is concerning for multiple reasons. The first, of course, is that it's making breathing an altogether unpleasant
Choice
Hold your breath, and don't create any sparks!
BQ: Baddie Pts, add # Pts equal to party size.
At the start of each round, each Gearloc must either exhaust one Atk, Def, Active, or Locked Die, or "ignite the gas" by flipping an adjacent Rock Chip to Lava and taking 1 True Dmg.
Choice
Hold your breath and sneak around the corner – unseen, unheard, and potentially unbreathing...
Each Gearloc must roll Atk and Def Dice equal to their respective Stats and count the number of rolled on each type.
Persistent until the end of the next battle. Each Gearloc's Atk and Def Stats are temporarily reduced by the number of they rolled on that die type.

Encounters are daily situations your party must overcome as it makes its way toward the Tyrant. Each day, your party will start by drawing an Encounter Card and reading it aloud. The front of the card presents a situation your party "encounters." The back lists your choices and the effects those choices will have on the Encounter (you may read the entire card and discuss before deciding).

Your party must choose one of the options offered. These choices will result in a peaceful outcome ( ) or a battle ( ). Either way, you must successfully complete the Encounter to earn its rewards (usually Progress Pts, Loot, and/or Training Pts).

Certain choices may have rewards listed after that choice. General rewards given for successful completion of either choice are listed at the bottom of the card (left/right corners). *Refer to the key at left for Encounter Icon explanations.


Choice
Hold your breath, and don't create any sparks!
BQ: Baddie Pts, add # Pts equal to party size.
At the start of each round, each Gearloc must either exhaust one Atk, Def, Active, or Locked Die, or "ignite the gas" by flipping an adjacent Rock Chip to Lava and taking 1 True Dmg.
Choice
Hold your breath and sneak around the corner – unseen, unheard, and potentially unbreathing...
Each Gearloc must roll Atk and Def Dice equal to their respective Stats and count the number of rolled on each type.
Persistent until the end of the next battle. Each Gearloc's Atk and Def Stats are temporarily reduced by the number of they rolled on that die type.
Choice Rewards
General Rewards

A peaceful Encounter choice is automatically successful unless otherwise noted (see card example to the right). A battle Encounter choice is successful if at least one Gearloc remains on the Battle Mat after all Baddies are defeated. Once an Encounter is successful, the party moves into the Reward Phase.

If an Encounter is unsuccessful (peaceful or battle), your party does not gain any rewards. Discard the Encounter and move into the Recovery Phase.

Encounter Types

There are 3 types of Encounters in Unbreakable. Special Encounters are added to the Encounter Deck only when instructed in set-up or by another Encounter. Tyrant Encounters are added to the Encounter Deck based on which Tyrant you are facing (explained on page 8). Regular Encounters come in 2 sets: General and Solo Encounters (indicated on the front at the bottom of each card). Use Solo when adventuring with 1 Gearloc only. Use General for 2 or more Gearlocs.

Battle Types

All battles in Unbreakable take place on lava. If you mix these encounters with others in the TMB line, this icon indicates which battles require the Lava Battle Mat.

Encounter Card Icons

- This Choice will result in a battle. *Must succeed to gain rewards and Progress.*
- This Choice does not result in battle. *May still have requirements for success.*
- Gain # **Progress Points** for completing this Encounter.
- Each Gearloc draws 1 **Loot.**
- Draw # Loot. *Party decides how to distribute.*
- Each Gearloc gains 1 **Training Point.**
- Each Gearloc draws 1 **Trove Loot.**
- Draw # **Trove Loot.** *Party decides how to distribute.*

Encounter Text Colors

Choice Text, Result Text, Battle Modifier Text, Flavor Text, Special Instructions

REWARDS

Upon successfully completing an Encounter, check the card in 3 places for any rewards your party has earned. First, check to the right of your choice text for any rewards specific to your choice. Next, look in the bottom left (Progress Pts) and right (Training Pts, Loot, and Trove Loot) corners for any General Encounter rewards. Collect these rewards now. Then, move to your Recovery Phase.

RECOVERY

During your Recovery Phase, you may trade (give and/or receive) Loot and Trove Loot, make a Lockpicking Attempt (Lockpicking described on page 28 and on the Gearloc Adventuring Reference Guide (GARG)), and choose one Individual Option (described on pages 9-10).

Once your Recovery Phase is complete, your day ends, and you start over at the New Day Phase.

IMPORTANT:

Before we get into these Phases further, it's imperative that you have a solid understanding of your Gearloc and how your Gearloc Mat interacts with everything else. Please select a Gearloc Mat and place it in front of you for easy reference during this next section. Also, find your corresponding Gearloc Reference Sheet and keep it close, as we will be referencing it as well.

GEARLOC MAT

Your Gearloc Mat represents everything that makes your Gearloc unique and effective in battle. It can be built differently every Adventure!

1. Stat Area

- Each Gearloc has 4 Stats: Health (HP), Dexterity (Dex), Attack (Atk), and Defense (Def).
- Each has a Starting Stat (printed number on the mat) which can be increased by placing a Stat Die in the corresponding Stat Dice slot during the game. The Starting Stat plus the value of the Stat Die equals the current Stat of your Gearloc.
- You increase these Stats using Training Pts ( ) from completing Encounters.
- A Training Pt gives you 1 Training Attempt for any Stat (or Skill).
- If a Training Attempt is successful, place (or increase by 1) a Stat Die in the slot next to the Starting Stat to reflect the new modified number (Stat Dice cannot go higher than 6).
- Stat Dice from Training remain throughout the Adventure.

Health (HP)

- Your HP is the # of Health Chips your Gearloc currently has stacked under its Gearloc Chip.
- HP cannot exceed its max Stat (excess healing is lost). *Buff HP is separate from your HP and is therefore handled differently (see page 28). If a game effect ever decreases your HP Stat, lose HP down to your new max if you are now above it.
- Losing your last HP means you are Knocked Out (KO'd; See page 25 for details).
- An HP Training Attempt will always succeed. After Training in HP, add 1 HP to your Gearloc (in addition to increasing the HP Stat Die).

Dexterity (Dex)

- Your Dex is the max # of dice you may roll each turn (any combination of Atk, Def, and Skill Dice).
- Dex can also be spent to move your Gearloc on the Battle Mat (costs 1 Dex per moved position). Each Dex spent this way subtracts from the Dex available to roll dice this turn.
- A Dex Training Attempt will always succeed.

Attack (Atk)

- An attack is the act of rolling Atk Dice ( ) to damage (Dmg) your target. Rolling Skills is not considered to be an "attack" even if the Skills deal Dmg.
- Your Atk Stat is the # of Atk Dice you have available to roll each turn (not Exhausted when used).
- Each Atk Die costs 1 Dex to roll in battle.
- A target for your attack must be declared prior to rolling (one target only).
- Each rolled # is # Dmg that may be applied to target.
- If any Dmg is done to your target through use of Atk Dice, it is considered a "Hit."
- Each rolled may be used in your Backup Plan (does not reduce # of Atk Dice available to you in future turns).
- An Atk Training Attempt requires you to roll your current Atk Stat (Starting Stat + Stat Die). If no are rolled, you are successful. If unsuccessful, there is no Atk Stat increase, but you may spend this Pt elsewhere.

Defense (Def)

- Your Def Stat is the # of Def Dice ( ) you have available to roll each turn (not Exhausted when used).
- Each Def Die costs 1 Dex to roll in battle.
- Each rolled may be placed in an Active Slot (must use actual rolls – cannot combine results from 2 dice into 1).
- The total Def Dice currently in Active Slots will reduce available Def Dice for rolling this turn (e.g. Gale has a Def stat of 2. She rolls both Def Dice on her turn and gets a 1 and a 2 result. She chooses to place both dice in her Active Slots. Later in the round, a Baddie attacks her for 1 Dmg, so she chooses to remove the 1 Def from her Active Slot. It's now her turn again, but because she still has a Def Die in her Active Slot, she can only roll 1 Def Die this turn).

- The total # of # in your Active Slots is the # Dmg you prevent. Decrease by this amount (in the example above, Gale had the choice between reducing a 2 Def to 1 or simply removing the 1). Def Dice must be used for all incoming Dmg first before removing HP, except True Dmg, which must be applied directly to HP.
- Each rolled may be placed in your Backup Plan (does not reduce # of Def Dice available to you in future turns).

A Def Training Attempt requires you to roll your current Def Stat (Starting Stat + Stat Die). Any rolled are rolled once more. If no are rolled after the second roll (or first), you are successful.
If unsuccessful, there is no Def Stat increase, and you must spend this Training Pt elsewhere.

Unlike Skill Dice, Def and Atk Dice are never Exhausted and are available to you every turn... unless, of course, you meet an Orc Blacksmith in your travels, or even worse: a Lava Golem! In that case, you might need to get a bit crafty with your Skills! My point is, Atk and Def Stats are important, so roll and use these dice often!

Innate & Innate +1

- Each Gearloc starts with a unique talent (Innate) and can use it throughout their Adventure. Use your Gearloc Reference Sheet to learn more about what it can do.
- Your Gearloc's Innate can be upgraded by using 6 on your Backup Plan. Once upgraded, this also lasts the entire Adventure, and its effects are explained on your Gearloc Reference Sheet.
- Play with the non-star side of your Gearloc chip face up until you upgrade to Innate +1, then flip it!

Attack Form (Ranged/Melee/Melee-Ranged)

- This determines how your Gearloc can target and attack. Melee Gearlocs can only target adjacent units. Ranged Gearlocs can target any unit. Melee-Ranged Gearlocs have their own instructions for targeting and attacking. See their Gearloc Reference Sheet for details.
- Your form also determines your Gearloc's Battle Mat starting position options in battle (we will discuss this later).

2. Exhausted Dice Area

- When Skill Dice are used, they must be Exhausted (unless otherwise noted).
- Exhausted Dice are stored to the left of the Gearloc Mat for the remainder of the current battle and are no longer available to you. All Exhausted Dice are unexhausted after battle.

- Encounters may force you to Exhaust Atk or Def Dice. Each die Exhausted in this way reduces your Atk or Def Stat by 1 for the battle.

3. Prep Area

The picture of your Gearloc also serves as a staging area for certain components throughout the game.

- This is where your Gearloc Chip with its current HP sits when not in battle.
- If your Gearloc receives Buff HP, it is placed here.
- Some Gearlocs even use this area for staging certain Skills as they are used in battle.

4. Skills Area

Skill Dice

- Begin your Adventure with all Skill Dice in your Storage Tray (out of play), except for any Skills your Gearloc starts with. These have circled bullets on your Gearloc Reference Sheet ( ).
- Skills are learned through Training Pts. When you train/unlock a Skill, locate the numbered die in your Storage Tray that matches the Skill you're training and place it in your mat in its correct slot.
- The side showing on Skill Dice in your Skills Area usually doesn't matter (Counters are often the exception).
- Skills are usable only once per battle (unless otherwise noted). Rolling these dice, however, does not mean you must use them. You can choose not to use them if an undesired face is rolled (there are some exceptions, like Red Bones). Exhaust each Skill Die after use.
- Once trained/unlocked, Skill Dice are usable throughout the Adventure.
- Applying Skill Dice that deal Dmg to Baddies is not considered attacking them.
- Each Skill Die side has an icon that can be matched to your Gearloc's Reference Sheet to find out how this icon functions. It also shows where this die may be placed once it's rolled (e.g. Active, Locked).
- A Skill Training Attempt will always succeed.

Professions

- A Profession is a related set of Skills unique to your Gearloc. Professions are listed in the top right corner of the Stat Area, and their corresponding Skills are linked by colored lines in the Skills Area.
- Starred (★) Skills (visible next to certain slots in your Skills Area) are always available for training.
- Some Skills will have arrows pointing to them and do not have a ★. These Skills must be learned in order, starting with a ★ Skill and following the arrows (if 2 arrows point to a Skill, only 1 is needed to unlock it).
- You do not need to unlock all the Skills in a Profession before starting another Profession.

Consumables

- Consumable Dice are special Skills that cannot be gained using Training Pts and are instead acquired through Loot or certain Backup Plans. *Some Gearlocs even start with certain Consumable Counter Dice on their mats.
- When you acquire a Consumable Die, take it from your Storage Tray and place it in your Skills Area (unless otherwise instructed).
- Once a Consumable is used, it is placed back in your Storage Tray and must be re-acquired to be used again. Consumables that act as Counters are the exception to this rule and remain in your Skills Area throughout your Adventure.
- If a Consumable is to be exhausted or removed from an Active or Locked Slot, place it back in your Storage Tray.

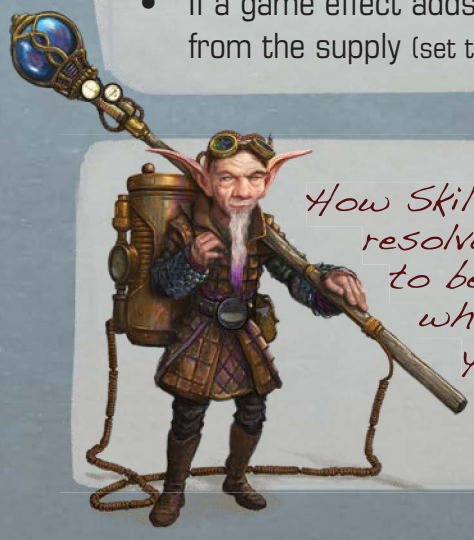
5. Backup Plan (BP)

BP Skills

- Only 1 BP Skill may be used per turn.
- The cost of using a BP Skill varies from 1-6 as shown on Gearloc Mat and Reference Sheet.
- Remove # to use a BP Skill that costs #. from Atk and Def Dice are simply removed, but Skill Dice used in this way must be Exhausted.

Managing Bones

- Any rolled by your Gearloc may be placed in your BP. This includes rolled outside of your turn (unless otherwise noted).
- Up to 5 total may be stored within the BP from turn to turn.
- Line up from left to right in the order they are earned.
- Use from left to right. Shift unused all the way left.
- will remain in your BP until used. They must be removed at the end of battle or if KO'd
- If a game effect adds a to your Backup Plan that you don't have a die for, use an Atk or Def die from the supply (set to the side).



How Skill Dice function can vary greatly. Some are immediately resolved, while others are placed into your Active Slots, waiting to be triggered. A few Skills even go into your Locked Slots, where they may remain for the entire Adventure, or until you choose to use them! To learn more about how each Gearloc's Skills work, read about them in the Gearloc Reference Sheets.

Multi-Bones Dice

- These take up multiple slots on the BP (skip slots to show this).
- If the BP Skill uses up only part of a Multi-Bones Die, the entire die is used and any unspent are lost.

Upgrading to Innate +1

- You must use 6 to upgrade to a Gearloc's Innate +1 (treat 6th as if it is slotted into your BP).
- Flip over Gearloc Chip (to stars side) for the rest of the Adventure to indicate this upgrade!

6. Active Slots

- Place rolled Def Dice and Active (A) Skill Dice effects here. Ally Active (AA) Skill Dice effects are also placed in this area (by other Gearlocs). Specific Active and Ally Active Skill Dice effects are explained on the Gearloc Reference Sheets.
- Active Dice remain here until used and must be removed at the end of battle or if Gearloc is KO'd.
- Skill Dice in these slots must be Exhausted when used (unless otherwise stated).

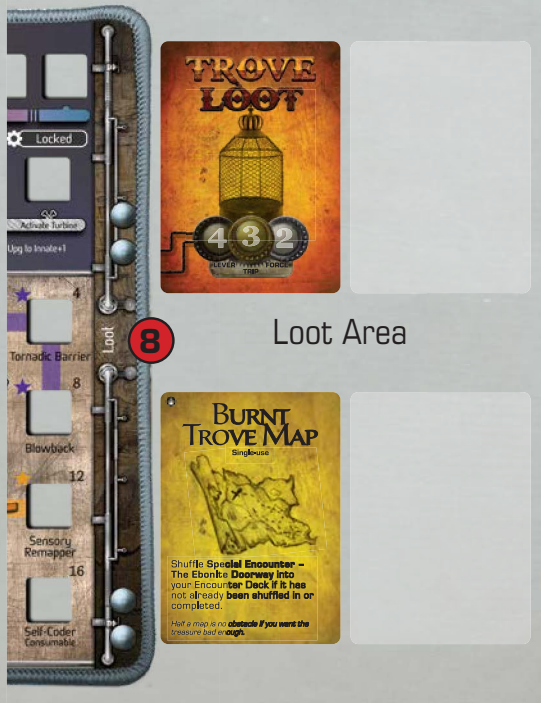
7. Locked Slots

- Place rolled Locked (L) Skill Dice effects here.
- Locked Dice remain here from battle to battle until used. These dice must be removed if Gearloc is KO'd (unless playing in Adventurer mode – see page 32 for details).
- Skill Dice in these slots must be Exhausted when used (unless otherwise stated).

NOTE: To free up space, a player may remove dice from Active or Locked slots at any time during their turn or at the End of Battle. Certain Skills may also cause you to remove dice from these slots. Skill dice are always Exhausted when removed, while Def Dice are simply returned to the supply.

8. Loot Area

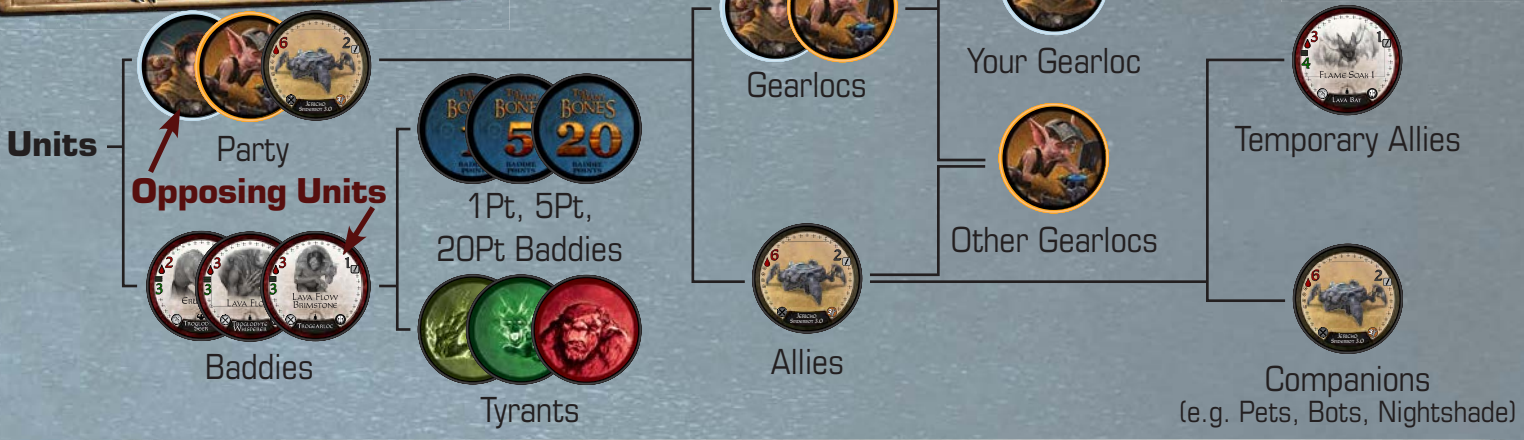
- When a Gearloc gains Loot or Trove Loot, they can store it to the right of their Gearloc Mat.
- Each Gearloc can hold up to 4 Loot/Trove Loot (when out of spots, choose to keep 4 spots worth of loot and discard remaining cards).
- Locked Trove Loot always only takes up 1 spot.
- Loot/Trove Loot is fully explained on pages 27-28.



Loot Area

Bones are misses, sort of. You will find that the vast majority of the dice that you roll may have one or more sides with the Bones icon. Oftentimes, these are an undesired result of the dice you rolled. However, they play a pivotal role in your decision-making process. You will always have the option of putting Bones into your Backup Plan.

UNITS EXPLAINED



Units

In Unbreakable, a **unit** refers to any playable chip in the game (does not include Lane Markers, Day Counter, or Health Chips). All units fall under two categories: **Party** and **Baddies**. These two categories, in relation to one another, are referred to as **Opposing Units**.

Included in the **Baddies** category are all 1Pt, 3Pt, 5Pt, and 20Pt Baddies, as well as all Tyrants.

The **Party** falls under two categories: **Gearlocs** and **Allies**. The **Gearlocs** category contains all Gearlocs: yours and all of the other players'. The **Allies** category also includes all other Gearlocs, as well as Temporary Allies and Companions.

In the example above, if you are playing as Gale, she would be Your Gearloc. All text referring to Your Gearloc or Gearlocs would be referring to her. Tink would be another member of your party, as well as a Gearloc. Baddies, such as the Lava Bat, are only Allies when an encounter or game effect allows you to take control of them. Tink's Bots would be both Companions and Allies.

IMPORTANT:

Now that you have a grasp on the intricacies of your Gearloc, we can introduce you to the opposition! Baddies (and eventually the Tyrant) are what you will be battling all the way to the end of your Adventure.

For this next section, find a 1Pt, 5Pt, and 20Pt Baddie, and grab a Tyrant Chip and the Baddie Skills Reference while you are at it. Keep these close for reference and comparison.

You are all set! Let's dig in!

BADDIE CHIP

Baddies represent the opposition you will face during your Adventure. Each Baddie comes with its own chip and stats.

1. HP

This is the max # of Health Chips a Baddie can have. Place # HP beneath a Baddie when it enters the Battle Mat.

2. Initiative

This determines the Baddie's starting spot on the Ini Meter. A Baddie Ini Die is used to indicate this.

3. Attack Form

Melee Baddies ( ) can only target adjacent (not diagonal) opposing units. If none exist, they cannot attack or use Skills requiring a target this turn. Ranged Baddies ( ) can target any opposing unit, regardless of mat position.

4. Baddie Type

Trolls Bogs Orcs

Break – Immune to Lava Dmg

5. Defense

This is the # of Def Dice this Baddie rolls on its turn (minus any already active Def Dice). Rolled is applied to top of Baddie Chip (making the die active). A Baddie does not need a target in range to roll its Def Dice. If icon here is (Armor), this Baddie gains # when entering Battle Mat (Def Dice are not rolled for this Baddie).

6. Attack

This represents the # of Atk Dice this Baddie rolls against its target on its turn. Total rolled is # Dmg dealt to target. If Baddie has multiple targets, these dice are rolled separately for each.

7. Skills

These Skills (in black) are always in effect. Refer to the GARG for a list of Baddie Skills and how they work. If Baddie has multiple targets, targeting Skills will trigger against each.

8. Baddie Backup Plan (BP) Skills

BP Skills (in blue with icon) trigger if a Baddie rolls at least the # of shown on the Baddie Chip from all its Atk and Def Dice rolls combined this turn. Rolled do not carry over to the next turn.

If a triggered BP Skill requires a target and the Baddie has multiple targets, party may choose. BP Skills can only be triggered once per turn and are listed on the GARG. BP Skills trigger after resolving rolled Def and Atk, even if the Skill text indicates different timing.

9. Target(s)

Melee Baddies always pursue the closest opposing unit (route with fewest positions). If there is a tie, it will then use its to determine which unit it targets and pursues. A Baddie's target ( ) is either the weakest (, lowest HP) or the strongest (, highest HP) opposing unit. Party chooses on ties of strength.

Ranged Baddies only target their . Some Baddies will target multiple units (shown by # of figures within the icon) but will not attack the same target more than once per turn. Roll Atk Dice for each target separately.

10. Extra Baddies

A Baddie with or adds one or two 5Pt Baddies to the top of the BQ immediately when it enters the Battle Mat.

11. Diagonal Movement

Baddies with can move diagonally starting in R1.

Baddie Points (Pts)

There are 4 types of Baddies: Tyrants, 1Pt, 5Pt and 20Pt Baddies. They are identified by their image or # Pts on the back of the Baddie Chip.

BREAK-TYPE BADDIES

Break-Type Baddies ( ) are a special Baddie Type found primarily in Unbreakable. They are mixed into the Active Stacks of all Unbreakable Adventures, as all Tyrants in Unbreakable include this Baddie Type.

Being from the underground themselves, tend to have Skills that deal with Lava in different ways.

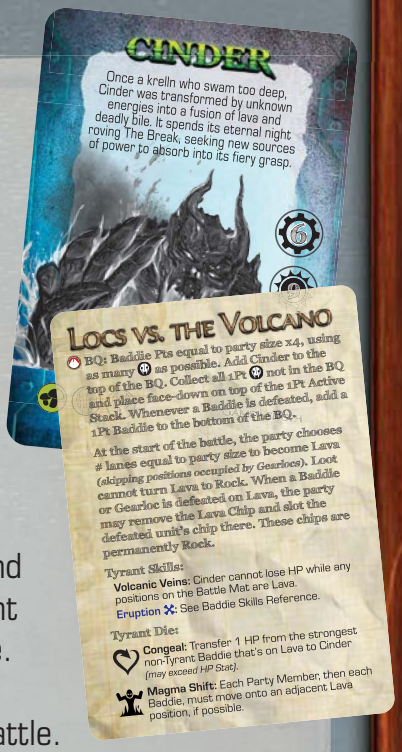
Unlike all other units, are immune to Lava Dmg. They do not take Lava Dmg when occupying a Lava position at the end of their turn.

TYRANTS

Reaching and defeating the Tyrant is your main objective in Unbreakable.

Tyrant Card

A Tyrant Card front gives information about that Tyrant and shows the Creature Types you are to use for this Adventure. It also lists the Progress Pts ( ) needed in order to challenge the Tyrant. While you are not required to challenge the Tyrant the day after earning the required , you must defeat the Tyrant before its is exceeded in order to win.


CINDER
Once a krelln who swam too deep, Cinder was transformed by unknown energies into a fusion of lava and deadly bile. It spends its eternal night roving The Break, seeking new sources of power to absorb into its fiery grasp.
LOCS VS. THE VOLCANO
BQ: Baddie Pts equal to party size x4, using as many as possible. Add Cinder to the top of the BQ. Collect all 1Pt not in the BQ and place face-down on top of the 1Pt Active Stack. Whenever a Baddie is defeated, add a 1Pt Baddie to the bottom of the BQ.
At the start of the battle, the party chooses # lanes equal to party size to become Lava (skipping positions occupied by Gearlocs). Loot cannot turn Lava to Rock. When a Baddie or Gearloc is defeated on Lava, the party may remove the Lava Chip and slot the defeated unit's chip there. These chips are permanently Rock.
Tyrant Skills:
Volcanic Veins: Cinder cannot lose HP while any positions on the Battle Mat are Lava.
Eruption: See Baddie Skills Reference.
Tyrant Die:
Congeal: Transfer 1 HP from the strongest non-Tyrant Baddie that's on Lava to Cinder (may exceed HP Stat).
Magma Shift: Each Party Member, then each Baddie, must move onto an adjacent Lava position, if possible.

The Tyrant Card acts as your Encounter Card for the day. The back of the Tyrant Card instructs you on how to set up the Battle Mat for the Tyrant battle and explains each Skill the Tyrant has, including its Tyrant Die. You only need to defeat the Tyrant Baddie to win this battle.

A failed Tyrant battle is handled the same as an unsuccessful Encounter battle and can be tried again if you have enough days for another try.

Tyrant Chip

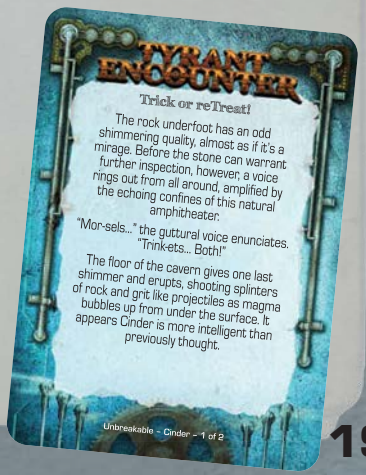
Each Tyrant has at least one chip that is used as a Baddie Chip in the final battle. Some Tyrants may have additional chips for use during their battle as well. Treat them as Tyrant Chips.

Tyrant Die

Each Tyrant with on its chip has a unique Tyrant Die that is rolled once per Tyrant turn. Roll this along with its Atk and Def Dice.

Tyrant Encounters

Each Tyrant has Tyrant Encounter Cards specific to them. Tyrant Encounter Cards for the Tyrant you are pursuing are shuffled into your Encounter Deck before your Adventure begins.


TYRANT ENCOUNTER
Trick or reTreat!
The rock underfoot has an odd shimmering quality, almost as if it's a mirage. Before the stone can warrant further inspection, however, a voice rings out from all around, amplified by the echoing confines of this natural amphitheater.
"Mor-sels..." the guttural voice enunciates. "Trink-ets... Both!"
The floor of the cavern gives one last shimmer and erupts, shooting splinters of rock and grit like projectiles as magma bubbles up from under the surface. It appears Cinder is more intelligent than previously thought.
Unbreakable - Cinder - 1 of 2

BATTLE MAT

The Battle Mat… a place of risky moves and ruthless combat. Oh, and did we mention lava? This is where all of action happens and a place you will want to get very familiar with!

1. Initiative Meter (Ini Meter)

In battle, a single turn from each unit completes 1 full round. The Ini Meter tracks the current round and whose turn it is. It also gives you a visual forecast of who will be attacking next and in what order. Ini is built top to bottom on the meter from highest (going first) to lowest (going last).

- The Round Counter Die goes at the top of the Ini Meter, starting with R1 (Round 1).
- Increase this die to R2, R3, etc. at the start of each new battle round.
- After R5, the rounds occur until the battle is completed. At the start of each round, all units on the Battle Mat lose 1 HP. This is not counted as any specific type of Dmg and cannot be blocked or defended against in any way unless specifically stated.

Ini Dice Placement (setting up for R1 of battle)

- Baddies have their Ini ( ) indicated on their Baddie Chip. A Baddie Ini Die is used to represent this # on the Ini Meter (e.g. if a Baddie with 3 Ini is in Lane 1, use the blue Lane 1 Ini Die, and set it to 3 on the Ini Meter). Place the Ini Die of each Baddie in the Ini Meter (highest on top, then in descending order). Any tie between Baddie Ini is then decided by their lane priority (a Lane 1 Baddie would go before a Lane 2 Baddie with the same Ini #).
- Each player rolls their unique Gearloc Ini Die to determine their spot on the Ini Meter. For any Ini tie that involves a Gearloc, the party chooses who goes first.

Ini Dice During Battle (R2 and beyond)

- After initial Ini placement is set for all units, the Ini # on the Baddie Chips and Ini Dice no longer matter. During battle, certain Skills can modify the Ini Meter, but always in relation to other units' current Ini Meter "spots."
- Units that enter the battle after R1 will always enter at the top or bottom spot of the Ini Meter. All Gearlocs, Tyrants, and 20Pt Baddies enter the Battle Mat at the top spot of the Ini Meter (again, Ini # is disregarded). All 1Pt and 5Pt Baddies enter the Battle Mat at the bottom spot of the Ini Meter. Follow R1 rules for any ties.

2. Battle Mat Positions

The main area of the Battle Mat itself consists of 16 positions. Each position is filled with a Rock/Lava Chip. At the start of each encounter, unless otherwise stated, all 16 Battle Mat positions should contain one of these chips with their Rock side face-up.

3. Baddie Starting Positions

Use the top two rows of positions for Baddies . Melee Baddies start on positions; Ranged Baddies start on positions. The first Baddie to enter the Battle Mat goes in Lane 1 . The second Baddie goes to Lane 2 , etc. As Baddies move, they may change lanes; therefore, place a Lane Marker Chip (matching its starting lane color) under each Baddie when it enters battle.

4. Gearloc Starting Positions

Use the bottom two rows for Gearlocs. Melee Gearlocs start on positions; Ranged Gearlocs start on positions; Melee-Ranged Gearlocs may start on either. Gearlocs may start on any lane and may even double up on a single lane.

5. Adjacent and Diagonal Movement

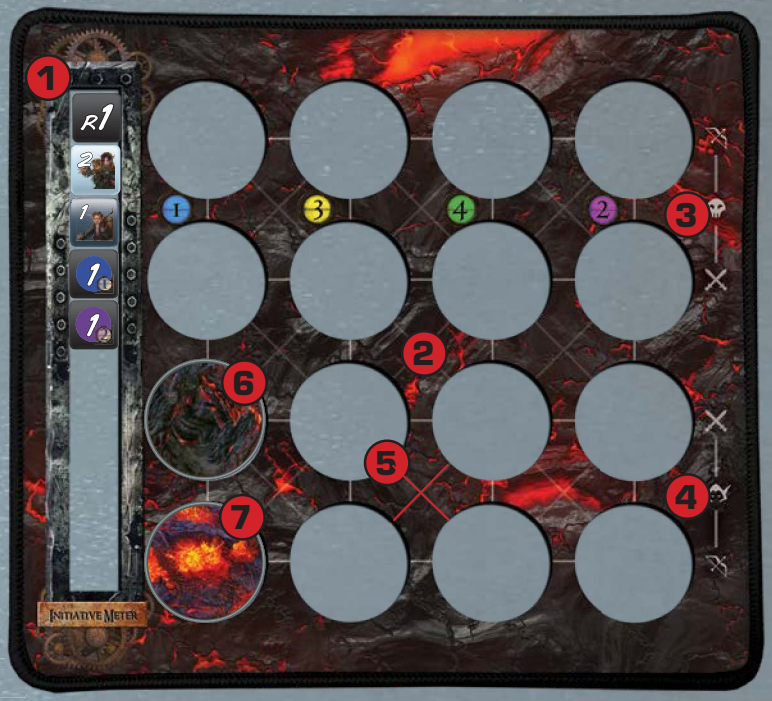
When moving during R1-R5, units can only move to orthogonally adjacent positions. During Rounds, all units may move diagonally. Baddies with can move diagonally in all rounds. As a rule, units may not occupy the same position as or pass through positions occupied by other units. Units can freely move onto and through unoccupied Lava and Rock positions. Some encounters may remove Rock/Lava Chips from the Battle Mat, creating holes. These holes cannot be moved onto or through by any units.

6. Rock Positions

Rock positions (Battle Mat positions with Rock/Lava Chips showing the Rock side face-up) have no inherent effect. Units can freely move onto and through these positions.

7. Lava Positions

Lava positions (Battle Mat positions with Rock/Lava Chips showing the Lava side face-up) are dangerous for surface dwellers. Positions become Lava (flipping their chip from Rock side face-up to Lava side face-up) through Baddie Skills and other effects outlined in various Encounters. Units can freely move onto and through these positions just as they can with Rock positions. However, units occupying a Lava position at the end of their turn take Lava Dmg. Lava Dmg is 1 True Dmg. This applies to all units, including Gearlocs, Companions, Baddies, and Tyrants. Break-Type Baddies (), being from the underground, are immune to this Lava Dmg and can occupy Lava positions without consequence. On their turn, Gearlocs can discard a Loot or Trove Loot to turn any Lava position into a Rock position (flipping the position's chip to its Rock side).



IMPORTANT:

Congratulations! You are now ready for the Battle sections! With your new understanding of the Baddies and their Stats, we can now introduce you to where these battles will be taking place!

For these next sections, find your Battle Mat and stack a few Baddies next to it. Then, add the Round Counter Die to the Ini Meter area. Also keep your Gearloc (chip and die) nearby, as these are used on the Battle Mat as well.

While this section is being discussed, feel free to use your components to mimic what is being described.

BATTLE SET-UP

Most of the Encounters in Unbreakable will result in a battle ( ) of some sort. Sometimes, the Baddies you face are specifically defined on your Encounter Card, but more often, the Encounter will include **"BQ: Baddie Pts"** as part of the battle set-up.

Battle Queue (BQ)

Every battle must start with the creation of a BQ that contains the Baddies you will be facing for the fight. To build the BQ, you must refer to your Encounter Card and then assemble a stack of Baddie Chips using your Active Stacks. Except for scouted Baddies (which are face up), the BQ should always be assembled face down so the Baddies are unknown before the battle begins. Also, when creating the BQ, greater Pt Baddies should always be placed higher on the stack than lesser Pt Baddies. *If the BQ calls for a specific Baddie or type, search your Baddie Active Stacks first (shuffling them afterwards), then Defeated Stacks, then out of play Baddies.

Baddie Points (Baddie Pts)

"BQ: Baddie Pts" is a short way of saying you need to create your initial Battle Queue by calculating your Baddie Pts.

Step 1: Calculate Current Day x Number of Gearlocs in Party

(e.g. Day 4 x 3 Gearlocs would be 12 Baddie Pts)

Step 2: Draw Baddies to equal Baddie Pts using highest Pt Baddies possible (e.g. 12 Baddie Pts means two 5Pt Baddies and two 1Pt Baddies).

Step 3: Stack 'Em

(e.g. two 1Pt and two 5Pt Baddies would be stacked top down: 5, 5, 1, 1).

Easy! Don't forget to factor in any other Encounter requirements or Skill modifications that could affect this number. Sometimes, this can affect your Baddie Pts total BEFORE you draw your Baddies (e.g. going from 18Pts to 20Pts has a HUGE effect on which Baddies will be fought). Other times, Baddies are added to your BQ AFTER it's been created. All of this is determined and explained on your Encounter Card, so read it carefully! Unless otherwise stated, Baddies added to the BQ are added in their appropriate position in the stack (e.g. an added 20Pt Baddie goes on top, an added 1Pt Baddie goes to the bottom).

Building a BQ

The following are examples of what building a BQ might entail for a party of 2 on Day 4:

- BQ: Baddie Pts (e.g. Build BQ using one 5Pt Baddie and three 1Pt Baddies).
- BQ: Baddie Pts, add # Pts equal to party size (e.g. Build the BQ using two 5Pt Baddies).
- BQ: ½ Baddie Pts (rounded up) (e.g. Build BQ using four 1Pt Baddies).
- BQ: Baddie Pts. Create BQ using as many as possible (e.g. Build BQ using a 5Pt and three 1Pt . This may require shuffling in defeated Baddies or using out of play Baddies).
- BQ: Baddie Pts. Party of 1-2: Add four 1Pt Baddies (e.g. Build BQ using one 5Pt Baddie and three 1Pt Baddies. Then, add four 1Pt Baddies after the other 1Pt Baddies).

Battle Set-up Sequence

Now that you understand BQ basics, let's go through the battle set-up from start to finish. Remember that the Battle Mat should be set with all positions as Rock for each Encounter unless otherwise stated by the Encounter Card.

1. Trigger effects and Skills that happen "before battle."

2. Use the Encounter Card instructions to build your BQ.
3. Place the top Baddie from the BQ in its appropriate lane and Battle Mat position (also its HP, Lane Marker, and Ini Die). Continue placing Baddies until there are 4 on the mat or the BQ is empty. *See page 20 for more on Baddie placement and Ini.
4. Roll the party's Ini Dice. Add them to the Ini Meter.
5. Place Party Members onto the Battle Mat in appropriate positions (with existing HP).
6. Make sure your Round Counter Die is set at R1.
7. Trigger effects and Skills that happen at the "start of battle."

You are ready to battle! Each unit will now take its turn, starting with the top Ini spot!

IN BATTLE: BQ

BQ in Battle

During battle, you may still have Baddies in your BQ (due to having more than 4 Baddies to start or from Skills like Signal, which calls more Baddies to the BQ). These Baddies will not join the battle until there are fewer than 4 Baddies on the Battle Mat. If that is the case, after End of Round, (and any End of Round effects that trigger) the Baddie(s) from the top of the BQ will join and assume the first available Lane Marker(s) and Ini Dice (see page 20, "Ini Dice During Battle").

Place the Baddie in the lane that matches its Lane Marker and on the position matching its Attack Form. If that position is occupied, the Baddie will instead take the first available Baddie Position (starting with Lane 1 and working up) that matches its Attack Form. Then, it will try lanes of the other Attack Form (again, starting with Lane 1).

IN BATTLE: GEARLOC TURN

Gearloc Movement and Targeting

Melee Gearlocs may use # Dex to move # adjacent (diagonal if 🔥) positions and target 1 adjacent Baddie each turn. Ranged Gearlocs may use # Dex to move # adjacent (diagonal if 🔥) positions and may target 1 Baddie anywhere on the Battle Mat each turn. No "line of sight" is needed.

Melee-Ranged Gearlocs (e.g. Gasket, Duster) may use # Dex to move # adjacent (diagonal if 🔥) positions and target 1 adjacent Baddie each turn. Use the Gearloc Reference Sheets to learn how some of these hybrid Gearlocs may be able to target non-adjacent Baddies on the Battle Mat. *Some Gearloc Skills may allow for selecting non-target Baddies, Battle Mat positions, or even multiple Baddies!

Gearloc's Turn Sequence

*Loot: Unless otherwise specified, use loot anytime during your turn (even before triggering Effects).

1. **Start of Turn:** Be sure to trigger any Effect Dice on top of your Gearloc Chip.
2. **Move Gearloc:** You may use # Dex to move # adjacent (or diagonal if 🔥) available positions.
3. **Determine Target:** Select a target for your Atk Dice, Skill Dice, and/or BP as needed.
4. **Select and Roll Dice:** Your remaining Dex represents how many dice you may roll. The dice you may choose from are

determined by your current Atk Stat, Def Stat, and available Skill Dice (e.g. If you have a current Atk Stat of 2, Def Stat of 1, and 3 available/rollable Skills, you have 6 dice you can choose from to roll. If your Dex is 3 and you did not move this turn, you can only choose 3 of those 6 dice options). All selected dice must be rolled simultaneously.

5. **Resolve the Roll:** *See next section.
6. **Baddies React:** Sometimes Baddies have Skills that trigger after they are attacked.
7. **End of Turn:** Apply any End of Turn effects, including Lava Dmg if on Lava.

Resolving the Roll

NOTE: As a Gearloc, you do not need to use the result of any dice you roll unless the Profession or rolled icon rules state otherwise. For instance, if you roll Atk Dice successfully and then realize you are attacking an Orc Miner with Rage 1 that will benefit from being damaged, you do not need to use your result. Or, if you roll a Skill Die and the result is a instead of a different result you were hoping for, you can choose not to place that Skill Die in your Backup Plan and place it back in its slot in your Skills Area (Dex is still counted for the roll).

After your dice are rolled, feel free to do any of the following, **in no particular order**:

- **Resolve Target Dmg and Effects:** Deal # Dmg and any other Dmg results or effects from your Skills to your target.
- **Resolve Non-Target Dmg and Effects:** Some Skills may apply to non-target units. Others may be Instant Skills that do not apply to other units at all. Go ahead and use these Skills as desired.
- **Allocate Active, Locked and Backup Plan Dice:** Place any rolled you want to use into open Active Slots. You may also place any applicable Skills into your Active (or a Gearloc's Ally Active) and Locked Slots. Also, you may place in Backup Plan slots as desired.
- **Use your Backup Plan:** You may use your BP only once per turn. Remove # to use a BP Skill that costs #.

IN BATTLE: BADDIE TURN

Baddie Skills

All Baddie Skills are unique and trigger at very specific times throughout the battle depending on the Skill. Be sure to review all Skills of Baddies as they enter the Battle Mat so you know when they apply. For Baddie Skills that require a target, that target must be within attack range in order to apply that Skill (e.g. Poison, Mischief, etc).

Baddie Movement and Targeting

Baddies do not move and can target any opposing unit on the Battle Mat. Baddies may move up to 2 adjacent (diagonal if) available positions per turn. They will always target and move toward the closest opposing unit (route with fewest available positions). If there is a tie for "closest," use its (discussed on page 18) to determine which unit it pursues. If still a tie, party chooses the target. A Baddie will always take the shortest possible route toward an available position adjacent to its target. If there are multiple possible shortest routes, party chooses which it will take. If there are no routes to any targets, the Baddie will not

move. A Baddie does not move if it is already adjacent to an opposing unit.

Baddie's Turn Sequence

1. **Start of Turn:** Effects trigger. Resolve applicable Effect Dice sitting on the Baddie Chip (e.g. Bleed, Poison, Disable, etc).
2. **Determine Target(s).**
3. **Move:** Move Baddie if ⊗ and not adjacent to an opposing unit (see Movement and Targeting above).
4. **Skills:** Any Skill for this Baddie that does not list a specific time it happens should be resolved now, if possible.
5. **Roll Dice:** Roll all of Baddie's inactive Def Dice and also roll its Atk Dice (only if target is within attack range). *If Baddie can target multiple units (⊕) and they are in attack range, roll its Atk Dice for each.
6. **Resolve the Roll:** In order – place rolled ⛊ on Baddie, apply total rolled to target, and resolve any triggered Skills. Tyrants will then resolve their Tyrant Die result (if applicable).
7. **Gearlocs React:** Don't forget to trigger Gearloc Skills if they apply!
8. **End of Turn:** Apply any End of Turn effects, including Lava Dmg if on Lava (unless).

KO'S AND WIPES

Getting Knocked Out

Getting "KO'd" during battle is going to happen to you. It's not unusual,especially if you get a nasty roll! Do not be discouraged by this! KO's are an inevitable part of being a fearless Gearloc!

If you are KO'd (lose your last Health Chip), your Gearloc Chip and Ini Die come off the Battle Mat immediately and are placed in your Gearloc Prep Area. All slotted Active, Locked, and Backup Plan Dice are removed (Skills are Exhausted) from your mat. Loot stays with you but is not usable while you are KO'd. *Certain Gearlocs have Skills that can revive KO'd Gearlocs. These Skills are specifically defined on those Gearlocs' Reference Sheets.

Full Party "Wipe"

If your entire party runs into bad luck and all Gearlocs are KO'd, the battle immediately ends, but the Adventure continues! Skip the Reward Phase and move directly to the Recovery Phase for that day. Unless you have loot that grants HP, each Gearloc will likely have to choose "Rest and Recover" as their individual choice option during this phase.

BATTLE RESULTS

Successful Battle

Remove all dice from each Gearloc's Active Slots and BP. Dice in Locked Slots may remain. Place all Exhausted Skill Dice back into the Skills Area. Remove any remaining Buff HP from Prep Area. Place all Party Members, with their remaining HP, back on their own Gearloc Prep Area and move to the Reward Phase.

*Game Phases are discussed in detail on pages 9-10.

Unsuccessful Battle

Remove all dice from each Gearloc's Active Slots, Locked Slots, and Backup Plan. Place all Exhausted Skill Dice back into the Skills Area. Remove any remaining Buff HP from Prep Area. Place KO'd Gearlocs on their Gearloc Prep Area (if not there already).

Place any undefeated Baddies face down on the bottom of their appropriate Active Stack and move directly into the Recovery Phase.

BATTLE MODIFIERS

Battle modifiers show up in red text at the top of battle encounters. There are two types of modifiers in Unbreakable: Darkness and Shaky Ground.

Darkness

When a battle has the Darkness modifier, visibility in the underground is so low that it's difficult to see what the party is facing. Baddies always enter the Battle Mat Unrevealed. They are placed face-down (without looking, unless scouted) and treated as Ranged Baddies for the purposes of Battle Mat placement. Unrevealed Baddies have no HP. During battle set-up, roll their Ini Die for their Initiative. If entering the Battle Mat during battle, handle their Ini as normal.

On their turn, Unrevealed Baddies move up to 2 positions toward the closest Party Member. They cannot have any dice placed on them, including Status Effects. Unrevealed Baddies cannot lose HP, as they have no HP to lose. However, Party Members can still target and deal Dmg to Unrevealed Baddies

An Unrevealed Baddie becomes revealed immediately if it is ever adjacent to a Party Member. An Unrevealed Baddie also becomes revealed at the end of any turn in which a Party Member deals it Dmg (the Party Member doing so would need to be able to deal Dmg to a non-adjacent unit, since if it were adjacent, the Baddie would already be revealed). Unrevealed Baddies are not revealed or otherwise affected if dealt Dmg from any source other than a Party Member.

When a Baddie is revealed, flip its chip and place its full HP beneath it (even if revealed through Dmg). Its Ini is not adjusted. If it is revealed on its turn, it will finish its turn, using Skills and rolling dice as normal. Once a Baddie is revealed, it remains so for the rest of the battle.

Shaky Ground

When a battle has the Shaky Ground modifier, your party has reached an unstable area of The Break, where one false move can trigger a lava flow. Anytime a Baddie deals Dmg to a Gearloc that causes the Gearloc to lose HP, the Gearloc's position immediately becomes Lava (if it is not already).

IMPORTANT:

Now that you understand the basics of battle in Unbreakable, we can't forget to talk about the best part…the spoils! This section is short but is packed with lots of final details you won't want to miss!

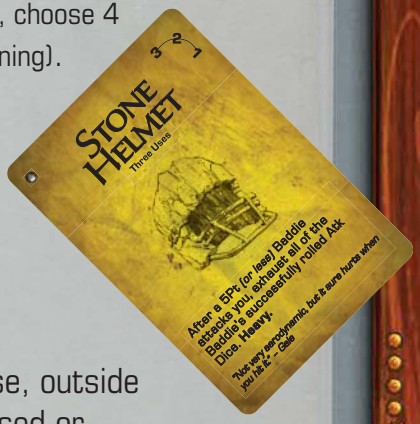
Go ahead and grab a Loot Card, a Trove Loot Card, and your 4 Lockpicking Dice. Also keep your GARG handy!

Once we are done here, it's on to an actual playthrough. You are almost there!

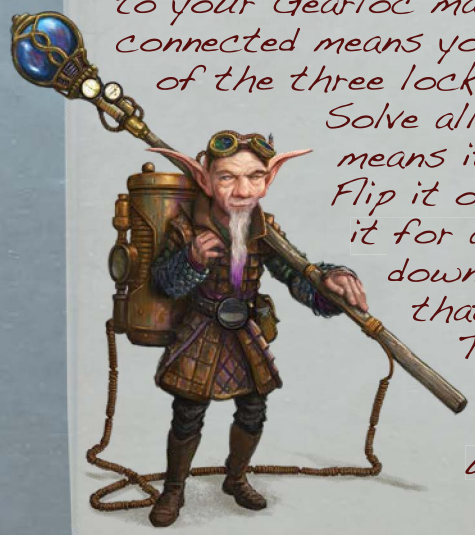
LOOT/ TROVE LOOT

In order to have a chance at taking down a Tyrant, your party will need to find some Loot and, if lucky, some Trove Loot along the way. Here are a few details about both:

- There are two kinds of loot: Loot and Trove Loot (therefore "loot" refers to both kinds, while "Loot" refers only to the yellow Loot cards).
- You are limited to 4 loot per Gearloc at any time (when exceeded, choose 4 to keep, and discard remaining).
- Turn a loot card with multiple uses to show it has been used (start with highest #).
- After fully using a loot card, discard it.
- Unless stated otherwise, outside of battle, loot can be used or discarded at any time.
- During battle, if not specified otherwise, loot must be used on your turn.
- Trove Loot should remain "chest" side up until fully opened through successful Lockpicking Attempts (this counts as a loot).
- Used Single-battle loot stays on your Gearloc Mat's Prep Area until End of Battle.
- Some unique Encounters and Campaign Cards may need to be used as Loot (place in Loot Area).
- **Heavy:** Counts as 3 loot.
- **Light:** Does not count towards your loot limit.
- **Permanent:** Do not discard when used.


3 2 1
STONE HELMET
Three Uses
After a SPE (or less) Baddie attacks you, exhaust all of the Baddie's successfully rolled Atk. Dice. Heavy.
"Not very aerodynamic, but it sure hurts when you hit it." - Gale

As you unlock Trove Loot, you can keep track of the locks you've solved by connecting the pipes to your Gearloc mat! One pipe connected means you solved one of the three locks, and so on! Solve all three? That means it's unlocked. Flip it over and take it for a spin. Calm down, it wasn't that hard. Better Trove Loot is usually tougher to unlock.



- **Backup Plan Extensions** grant additional BP Skills that you may use to activate. Using this counts as using your BP for this turn.

Loot and Lava
Anytime on their turn, Gearlocs may discard any Loot or Trove Loot in their Loot Area in order to flip any Lava Chip on the Battle Mat to Rock. It does not matter if the position is occupied or not.

LOCKPICKING

The need for Lockpicking can come from a random Encounter or any Trove Loot you manage to get your hands on. There are 4 Lockpicking Dice used in this process, consisting of 1 Intuition Die and 3 Action Dice. You can learn more about how these work on the GARG.

Each Gearloc will have an opportunity to make 1 Lockpicking Attempt per day on any discovered Trove Loot during the Recovery Phase. If you manage to solve only the 1st or 2nd lock during an attempt, those locks remain solved, giving you a head start on your next attempt. Also, your Lockpicking Attempt can be used on someone else's Trove Loot instead of your own if you see that as more beneficial.

MISC.

Buff HP
Add # HP to a Gearloc's Prep Area. When taking Dmg, remove from Buff HP before removing HP from the Gearloc. Def Dice take effect before removing Buff HP. Buff HP is not counted towards Baddie targeting choice (strongest/weakest) or removed with True Dmg. You can have multiple Buff HP active at the same time.

D6 (red & black marbled with numbers)
Use this specific die for any situation requiring the use of a D6.

Damage Types
- **Damage (Dmg):** Amount of HP to remove from target. This can be mitigated by Def Dice, the Skill: Hardy, etc.
- **True Dmg:** Amount of HP to remove from target regardless of Def in play. Only in cases where Skills directly affect True Dmg can this number be modified, such as the Skill: Hardy. Lava Dmg is considered True Dmg.

Dangerous Darts (Choice on some Encounters)
Each player and opponent starts with 10 HP. Between **Atk Dice**, **Def Dice**, and **Status Effect Dice (the Poison, Weaken, and Stun Effect Dice)**, players must choose 3 dice but no more than 2 of any kind. You will roll the same dice each turn. Non-Gearloc opponents always choose **2 Atk Dice** and **1 Status Effect Die (the Poison, Weaken, and Stun Effect Dice)**.

Once dice are chosen, the game begins with your opponent rolling their 3 dice (Gearlocs always go second). Take turns rolling available dice. Apply rolled Def Dice to self. Deal Dmg and apply rolled Status Effect Dice to opponent.

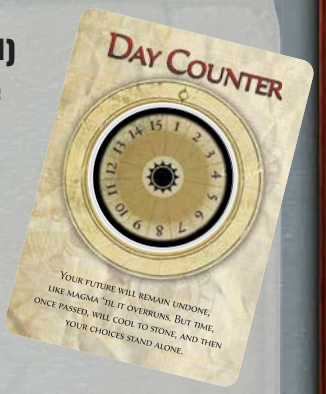
⚒ are used for the Dangerous Darts Backup Plan (must be used the same turn they are rolled – no storing up!). Only Gearlocs may use this!

- ⚒ – **Remove an applied die from self or opponent (Effect or Def).**
- ⚒⚒ – **Stun opponent until the start of your next turn.**
- ⚒⚒⚒ – **Instant Knockout – You win!**

Remove all your opponent's HP to win!

Oh goodie. Dangerous Darts. The Mohlnor never allow a fair fight. That said, it can be a quick way out of a sticky situation if you're already battle weary. Playing against the Mohlnor will often end badly, but playing with another Gearloc can help settle disputes over who gets to be Party Leader, which Tyrant should be taken down next, or which one of these virtually identical boulders we should hunker down under for the night. If playing a friendly game to settle a dispute, make sure the youngest Gearloc always goes first and that dice choosing is done in secret.

Day Counter (Chip and Card)


DAY COUNTER
YOUR FUTURE WILL REMAIN UNDONE, LIKE MAGMA TILE IT OVERRUNS. BUT TIME, ONCE PASSED, WILL COOL TO STONE, AND THEN YOUR CHOICES STAND ALONE.

At the start of each day, rotate this chip by 1. This happens regardless of whether your previous Encounter was successful or not. You must challenge and defeat the Tyrant before the Day Counter exceeds the Tyrant's ⚙.

Effect Dice

These dice are used to help remember when a specific Effect is in use or applied to a unit on the Battle Mat. There are three different Effect Dice covering many different Effects that can be found in Unbreakable. Place this die on the Baddie or Gearloc Chip to show the Effect is Active. There can be at most 1 of each Effect on any unit. If a second of the same Effect would be applied, the new Effect replaces the current one. Some text may refer to "negative Effects;" those considered negative are Poison, Weaken, Stun, Disable, Terrify, Bleed, and Daze.

Progress Points (Pts)

Progress Pts ⚙ represent the party's advancement toward the Tyrant. Stack all successfully completed Encounters, with their ⚙ showing, under the Tyrant Card to easily reference how many Progress Pts your party currently has. Once you earn enough Progress Pts to equal or exceed the ⚙ shown on your Tyrant, you may choose to face the Tyrant instead of drawing an Encounter during your next Encounter Phase.

Reviving a Gearloc

Any Gearloc that has been KO'd may be Revived with a Skill. When a Gearloc is Revived, set its HP to # shown on Skill; it re-

joins the battle after the end of the current round. Remember, anytime a Gearloc enters the Battle Mat after R1, it will assume a Starting Gearloc Position and be placed at the top spot of the Ini Meter.

Taking a Turn for a Baddie

There are times in which you may need to take a turn for a Baddie. This does not take the place of the Baddie's turn, but rather allows you to take an additional turn immediately using that Baddie. When taking this turn, treat this Baddie as an Ally. Gearlocs will move Baddie (up to 2 spaces), assign target(s), use Skills, and roll Atk/Def Dice as shown on chip. All of these are optional.

Training Points (Pts)

A Party Training Pt ( ) is earned through the successful completion of Encounters. When a is earned, each Gearloc gains a Training Pt that can be used toward a Training Attempt of one of their Skills or Stats.

Training HP, Dex, or a Skill will always succeed. However, training in Atk or Def requires a successful attempt in order to increase this Stat. A failed attempt means you will be forced to train in something else with that Training Pt. The training process is covered in the Gearloc Mat section (pages 11-16) and on the GARG.

CAMPAIGN MODE

For those of you who want to experience a longer and more complete journey, Unbreakable comes with a built-in Campaign. This mode gives you an opportunity to face multiple Tyrants, further spec out your Gearloc, and play out the full story we created for Unbreakable. *For those who have or are familiar with Age of Tyranny, this Campaign is quite different from AoT, so be sure to read this entire section.

Days and Progress

The Campaign is a 3-Tyrant extended Adventure. The Tyrant you start with and the number of Days you have to complete your Adventure are decided by the route you decide to take. Your Days do not reset in between Tyrants, but your Progress Pts do. If you have the Unbreakable Adventure Mat, use the Northern Daelore side to track your path and Progress.

Short Path

First Tyrant: Rok & Rol

Days to Complete: 17 ( )

Winding Path

First Tyrant: Domina

Days to Complete: 19 Days ( )

The number of Progress required to face your first Tyrant matches what is listed on their Tyrant Card – 5 Progress Pts for Rok & Rol; 7 Progress Pts for Domina.

Your second Tyrant is a choice between Cinder and Gavenkog. It requires another 3 Progress Pts to face Cinder, or 4 more Progress Pts to face Gavenkog.

You will always face the Nexus as your final Tyrant. The Nexus can be challenged after 4 additional Progress Pts .

Campaign Set-up

To start a Campaign, select your difficulty (page 32) and then choose a path – either the Short Path (leading to Rok & Rol) or the Winding Path (leading to Domina). Use the associated Tyrant Card

CAMPAIGN
The Tinkered Library
The more of The Break that is revealed, the more hidden enclaves of the Gearloc Council are discovered. Today, it's a hidden library filled with forbidden texts of genetic modification and biomechanical augments. If the council members wanted to try some of these techniques on themselves, well, that's their business, but given the preponderance of labs Nobulous kept underground, it's a safe bet there were more than a few unwilling test subjects.
Still, in the upcoming mission, wouldn't it be best to make use of any competitive advantage? Maybe a careful study of the texts on display would allow a justice-loving Gearloc to fight fire with fire.
Unbreakable – Campaign 001

to set up your Encounter Deck, Baddie Active Stacks, etc. as if you were playing a single-Tyrant Adventure. In addition to normal set-up rules, locate and shuffle the 7 Campaign Cards and also set aside the 5 Epilogue Cards. You are ready to start your campaign!

Campaign Rewards
You reach uneasily for the open book on the table.
Each Gearloc may reduce their Health Stat Die by 1 in exchange for 2 Training Pts that must be used to train Skills.

Play to the first Tyrant normally.

Defeating a Tyrant

Once the first Tyrant is defeated, locate its Epilogue Card and read it (front). Then, draw a Campaign Card, reading the front and gaining the rewards on the back. Campaign Cards grant you your first Progress Pt toward your next Tyrant. They also offer other unique rewards such as Persistent effects and maybe even the die from the last defeated Tyrant ( )!

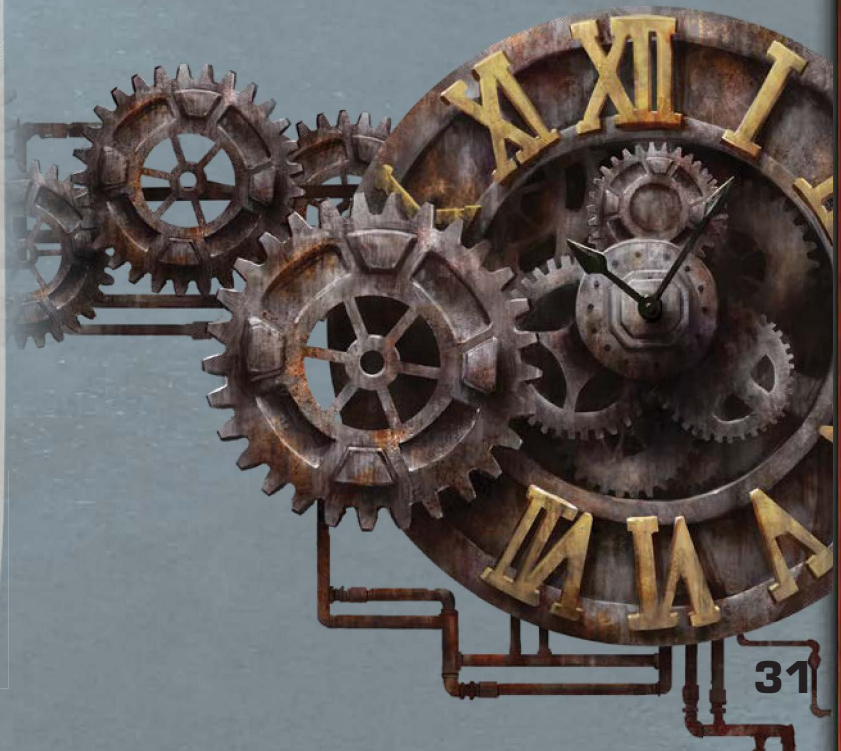
If awarded a Tyrant Die, choose a Gearloc to receive it and treat it as Loot: Permanent. Details on what this die does in the hands of a Gearloc can be found on the back side of that Tyrant's Epilogue Card (place card with Tyrant Die in Loot Area).

Continuing Campaign

Once rewards are gained, the party takes a Recovery Phase, then decides between facing Cinder or Gavenkog (if this is the second Tyrant) or selects the Nexus (if this is the third Tyrant). Set-up for these Tyrants per normal, with the following adjustments:

- Day Counter is not reset and is rotated forward at the start of the next day.
- Remove any Tyrant Encounter Cards from the Encounter Deck. If there are fewer than 3 Encounter Cards left in the Deck, add General/Solo Encounter Cards until there are 3. Then, take the Tyrant Encounter Cards for the next Tyrant you are facing and shuffle them in to the Encounter Deck. Do not add Day 1 or 2 Encounters to the top of the deck.

Campaign Mode is the "canonical" way to play through the Unbreakable story. You'll go face off against two of the underground's most formidable Tyrants, gaining the experience and tools needed before diving into a climactic battle with the Nexus itself. While this is the way Campaign Mode is designed to be played, feel free to have fun and improvise with your own variants! Throw in a Tyrant from Undertow or the original TMB for a wholly unique Adventure!



UNBREAKABLE GAME MODES

Navigating Daelore's underground is not for the faint of heart. In fact, some Gearlocs may struggle finding success even on Day 2 of their Adventure! Don't be disheartened! Unbreakable was designed to be quite challenging. We also understand that it can take some time to fully grasp the intricacies of Unbreakable and each Gearloc. Therefore, we have developed 3 difficulty levels to help you get your feet wet. We suggest that you start your Adventure in the first mode until you find yourself being challenged to a degree that is comfortable for you, and then adjust accordingly.

*Unbreakable is a game that requires you to learn and adapt. Oftentimes this learning comes through brutal battles and party KO's. If this is not your style of play or hampers your enjoyment of the game, hang out at the Adventurer level as long as you like, or feel free to modify it further! Bottom line, make sure you are enjoying the Adventure!

Adventurer – Use this mode when just starting out and learning the game.

- Add 2 to your Gearloc's HP Stat before starting Day 1.
- Gain 1 Training Pt before starting Day 1.
- If KO'd during your Adventure, dice in your Locked Slots may remain.

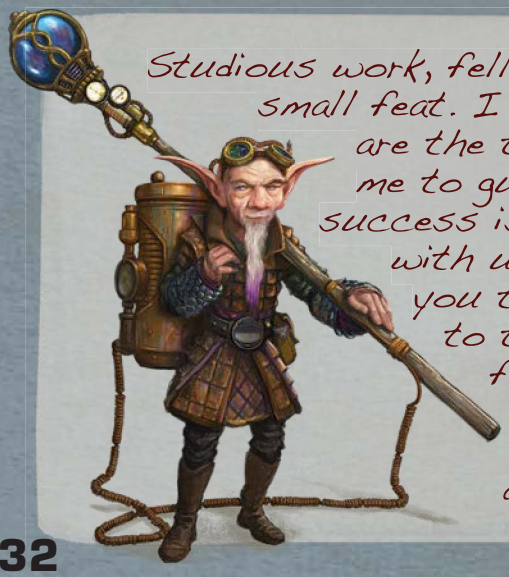
Heroic Adventurer – Use this mode when you have a basic understanding of the game.

- Add 1 to your Gearloc's HP Stat before starting Day 1.
- Gain 1 Training Pt before starting Day 1.

Legendary Adventurer – Use this mode when you are ready for the true challenge of Unbreakable!

- The ultimate test of Gearloc skill and mettle.
- No training freebies.
- Unbreakable, straight up.

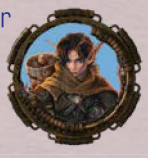
STOP & READ!!!



Studious work, fellow adventurer! Getting through all of that was no small feat. I know you may be eager to time jump ahead to when you are the talk of legends, but you may want to allow Gale and me to guide you through the first couple days. I know great success is waiting in your future, but so is great defeat. Perhaps with us helping you jump-start your endeavor, we can guide you towards the more fortuitous future. If you are inclined to take the advice of this seasoned traveller, I recommend flipping back to page 7 to get your game set up. We will be facing Rok & Rol as our Tyrant, so build your Baddie Stacks accordingly. Then, come on back quickly, as adventure awaits!

LIVE BATTLE

Salutations, adventurer! Glad you decided to join us. We will be walking you through the first bit of your journey, but if you just want to see a battle, you can fast forward ahead to Day 2. Either way, make sure you don't leave our Gearloc Reference Sheets behind!



Not everyone is okay with time travel, Fig. At the very least, they will likely want to assign a Party Leader before getting underway. You often get timelines mixed up, so I will just assign that role to myself. Now, as Party Leader, I say we should take a look at what we are up against. In this Adventure, we are taking down the nasty troll siblings Rok & Rol.

Having already traveled back from our future, I can assure you that Troll-Type (), Break-Type () and Orc-Type () Baddies will be encountered. So make sure those types are the ones shuffled into the 1Pt, 5Pt, and 20Pt Active Stacks.

It would probably just be easier to look at the Tyrant card for that information. That card also has the information of how many Progress Pts we need before we can fight these two, and how many days we have to complete everything. Since Rok & Rol must be defeated within 7 days, your Encounter Deck will start with Day 1 (Special Encounter 003 – Catch You Hot-Footed) and Day 2 (Special Encounter 015 – Agony of DeFeet) in that order, followed by five random General Encounters and Rok & Rol's two Tyrant Encounters, shuffled together. Don't forget: Reading the Tyrant battle information ahead of time can help us prepare as well.

You worry too much, Gale. These spry young questers are embarking on the Adventurer difficulty, so they will be starting this journey on the right foot! Both of us will get +2 to our HP Stats, along with a Training Pt to use as we see fit. I shall be getting my Time Jump Skill myself.

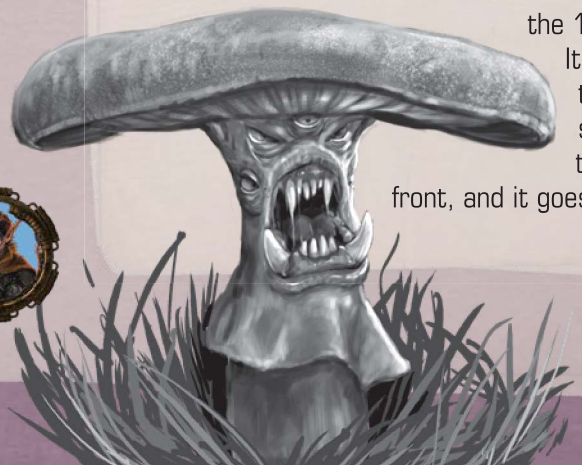
That's right. I never like to start without my Percussive Blaster, so I will be gaining that Skill with my Training Pt. After training a Skill, you must place the newly acquired Skill Die in its respective slot on the Gearloc Mat.

Day 1

Once more unto The Break, dear friends! The first day begins by drawing the top Encounter, Catch You Hot-Footed. After reading the card, the party chooses option 1 for the Loot, which can provide clutch benefits in battle and can even be used to clog up the Lava spouts that are sure to occur in any Unbreakable Adventure. Additionally, this option grants an added Persistent effect that might help the party deal with the treacherous Lava throughout their Adventure. This is a peaceful Encounter, with no requirements for success. This means the party can move right to the Reward Phase.

Figment and Gale each draw 1 Loot; Figment gains Loot: Pop Locs, and Gale gains Loot: Pointy Pebble. Pointy Pebble is Light Loot, meaning that it does not count towards Gale's maximum Loot capacity of 4. They also each gain 1 Training Pt. Figment decides to increase his Dex Stat, placing one of his Stat Dice into the Dex slot set at the "1" value. Gale unlocks her Sidestep Skill, placing the Skill Die in its slot. The final reward is 1 Progress Pt for the party. Since this card also has a Persistent effect, place the Encounter Card beside the Tyrant Card so the progress is tracked for the Adventure and the Persistent can still be read.

Now it's time for the Recovery Phase. With the Adventure just starting out, the party does not yet have Trove Loot on which to make a lockpicking attempt, so it's on to Individual Options. The party is also still fully healed and satisfied with their Loot, so both Figment and Gale will Scout the Area. Figment rolls a 5, revealing a Trollglodyte from the 5Pt Active Stack. It looks nasty, but so do most 5Pt Baddies. Figment decides to cycle it to the back of the stack and hope that the next one will be more agreeable. Gale rolls a 2 and reveals a Blind Bat from the 1Pt Active Stack. It doesn't seem too concerning, so she decides to keep it at the front, and it goes back face-up.



Your Gearloc Mats should now look like this.

Day 2

After an adequate sleep in the caves, our adventurers are eager for the mysteries of the next Encounter, Agony of DeFeet. It looks like there will be a battle no matter what, with the decision changing how enemies will react to Lava. It seems Figment and Gale are in disagreement, but since Gale is the Party Leader, she is able to make the final call, selecting the first option.

NOTE:

A battle's difficulty greatly depends on the party size and Baddies you face! Certain days and Baddie combinations can result in a very tough battle! During battle, Gearlocs may be Knocked Out (KO'd) from losing all HP. If there are no surviving Gearlocs at the end of battle (all Gearlocs are KO'd), there will be no Progress or Rewards for that day, and the Encounter Card is discarded. You will still increase the Day Counter by 1 and begin the next day by drawing a new Encounter Card. Don't give up! Losing a battle (or failing a peaceful Encounter) is part of the Adventure!

Looking ahead, I can be confident that the groups of enemies heading our way are going to grow in response to our own party size, what day we're on in the Adventure, and any unique Encounter rules. Fortunately for you young'uns, this BQ is going to be fairly standard – BQ: Baddie Pts. Take heed that the Baddie Pt equation is Current Day x Number of Gearlocs in party. For this dynamic duo, on Day 2, our Baddie Pts are 4.

It's important to note that often you will be drawing Baddies from the stack blindly. If Figment wanted to share his time gadgets, maybe we could always know what to expect. But I guess we'll just need to rely on good, old-fashioned scouting.

No surprises equals no fun! We've got the Blind Bat, as expected, and 3 unknown 1Pt Baddies underneath. The possibilities are endless!

Well, not endless. Especially for this demonstration. We actually pre-arranged the stack to contain the following 1Pt Baddies, from top to bottom: Blind Bat, Lava Bat, Dorc, and Troglodyte Whisperer.

Now with the BQ prepared, Baddies will get placed in order on the Battle Mat. The first Baddie will get the Lane 1 Marker and Ini Die, the second will get the Lane 2 Marker and Ini Die, and so on. Place each Baddie's HP stack first, then their corresponding Lane Marker, and then the Baddie Chip itself. Each Baddie will get placed in the lane that matches their Lane Marker and on a Melee or Ranged position as per their Attack Form. It looks like the Troglodyte Whisperer also has the Skill: Lava Flow, which turns any positions it ever occupies into Lava, so make sure to flip its starting position from Rock to Lava at this point.

If you're battling more than 4 Baddies, the extras will need to wait until another Baddie is defeated before entering. They will enter after the end of the round, using the first Lane Marker and Ini Die available. Tyrants and 20Pt Baddies enter at the top of the Ini Meter, but all other Baddies will enter at the bottom!

Gearloc Placement and Ini Reminder

Gearlocs are always placed onto the Battle Mat after the Baddies. All Gearlocs roll their Ini Dice and place them into the Ini Meter, along with the Baddies, in descending order. When Baddies have matching Ini values, they will be ordered from lowest to highest Lane Markers. If a Gearloc matches a Baddie's Ini value, they may choose to go before or after them. Gale rolls a 3 for her Initiative, and Figment rolls a 1.

Not so fast, ominous narrator! My Innate: Time Adept lets me re-roll my Ini Die, and I refuse to accept this 1! With my re-roll, I now get a 4, and I will place it right there at the beginning of the Initiative Meter.

Thank you for the interruption. If we are ready to keep going, you will then place all Gearlocs on Gearloc starting positions (bottom two rows) that match their Attack Form. Gale will enter on the Lane 4 Gearloc Melee Starting Position, with Figment choosing to enter on the Lane 3 Gearloc Ranged Starting Position. Now, with all of the units now occupying the Battle Mat, check to make sure your Battle Mat set-up matches what's shown below. If so, Figment is at the top of Initiative and ready to kick off the start to this battle!

The Battle Mat after Gearloc and Baddie placement.

Being Ranged, I am able to target any Baddie on the Battle Mat, and I'm not a fan of how that Blind Bat is looking at me – or rather, how it isn't looking at me. I will stay put and roll 1 Atk Die, 1 Def Die, and my Time Jump Skill. Okay, I rolled 1 ⚒, 1 Def, and a 2 on Time Jump. I place the ⚒ into my Backup Plan, the Def into my Active Slots, and then resolve Time Jump against the Baddie directly after me in the Ini Meter, which is the Blind Bat. Time Jump lets me move the Blind Bat's Ini Die to the top of the Ini Meter and deal 2 Dmg to it. That's not enough to defeat it, but this will skip its turn this round! With my ⚒, I will then also trigger my first Backup Plan, Charge Up, which lets me add another ⚒ to my BP using an Atk/Def die from the supply.

Next up was supposed to be the Blind Bat, but Figment had other plans, so now it's the Lava Bat's turn. Its Skill: Flame Soak 1 would steal 1 HP from the closest Gearloc on a Lava Position, but fortunately, our heroes are safely on solid ground. Instead, it will steal 1 HP from the closest Baddie on a Lava Position, which is the Troglodyte Whisperer. The Lava Bat is also Ranged, so it can target any Gearloc. Its targeting priority is Weakest Gearloc. Since Gale and Figment currently have the same amount of HP, Gale volunteers to take the hit this time. The Lava Bat rolls its Atk Die, rolling a 1 and dealing 1 Dmg to Gale.

The Dorc is next. Also being Ranged, it will use its targeting priority to select who to attack. Gale is now the Weakest Gearloc, making her the only option. Fortunately, the Dorc is the only Orc-Type Baddie in play, so its Skill: Raiding will not have any effect. It rolls its 1 Atk Die, getting a 1 and dealing 1 Dmg to Gale. Gale is now down to 4 HP. Sadly, due to the Dorc's other Skill: Swordbreaker, Gale will need to exhaust 1 Atk Die, which will temporarily drop her Atk Stat (and therefore the max number of Atk Dice she can roll per turn) to 1 for the remainder of the battle.

No matter! Mirawatt didn't prepare me for failure, and I won't let some Dorc stop me. Time to show off my fancy gadgets. I will target this Troglodyte Whisperer and roll my Percussive Blaster, 1 Def Die, and Sidestep. I roll a 1 on the Blaster, dealing 1 Dmg to the Whisperer and moving it 1 position up on the Battle Mat. Its Skill: Lava Flow is

still active, making its new position flip to Lava as well. I'll place my Def 1 Die and my Sidestep 1 into my Active Slots. Before I end my turn, I think I'll try to get some Dmg in against that Dorc as well. I'll use my Pointy Pebble Loot to roll an Atk Die and deal the resulting 1 Dmg to the Dorc. Since the Pebble is single-use, it is now discarded.

The Battle Mat before the Troglodyte Whisperer's Turn.

Baddie Movement and Targeting Reminder

Melee Baddies may move up to 2 adjacent positions per turn. They will always move toward and attack the closest (route with fewest positions) opposing unit. If there is a tie for "closest," use its ⌖ to determine which it pursues. If a Melee Baddie is already adjacent to an opposing unit, it will not move. Ranged Baddies do not move and can target any opposing unit on the Battle Mat, using their ⌖ to determine which unit to focus on, as we have already seen.

With that, the Troglodyte Whisperer now takes its turn. It is Melee and Gale is the closest to it, so the Whisperer will move 1 space down to get adjacent to her.

If only you'd seen the future, you could have avoided this.

The future is now, old man! I've got my Sidestep Skill ready to go. I'll exhaust it from my Active Slots, allowing me to move 1 position to the left. Since the Whisperer already finished its Movement Step, it won't get to keep moving.

No longer adjacent to Gale, the Whisperer does not have a valid target, so it cannot roll its Atk Die. It will still roll its Def Die, getting a 2, which is placed on its chip. At the end of its turn, The Troglodyte Whisperer is on a Lava Position. It is 🜲, which would normally be immune to Lava Dmg, but this Encounter's rules remove that immunity. The Whisperer will therefore take 1 True Dmg from the Lava. True Dmg bypasses things like Def, meaning it will lose its last HP and be defeated. Poor fella. Don't forget to remove its Ini Die from the Ini Meter!

The Gearlocs have finished their first round of battle. After the end of the round, they would normally add Baddies that were waiting in the BQ to the Battle Mat using the first available Lane Marker and Ini Die, but there are no Baddies remaining in the BQ. The Start of Round rotates the Round Counter to R2, and the battle resumes at the top of the Ini Meter once again.

Now with the first round wrapped, it's time to show off what you have learned! Feel free to approach the rest of the fight however you see fit, but don't leave us TOO banged up, okay? Don't forget to utilize any Loot you might have remaining, and prioritize the Baddies you are most worried about.

The Battle Mat at the start of Round 2.

GETTING TECHNICAL

Unbreakable has a lot of intricacies. We've found that oftentimes rephrasing certain rules can be helpful for players' understanding. Below are some common questions and edge cases you may encounter, along with an explanation of how they are handled. Still have a question? Make sure to check out the Too Many Bones searchable knowledge base at chiptheorygames.com/support. Here you'll find answers to many questions about specific Gearloc Skills, tricky Encounters, and lots of other helpful information.

- **Atk and Def Dice in Backup Plan: Do Atk and Def Dice in my Backup Plan count against my Attack and Defense Stat?**

  No, Atk and Def Dice in your Backup Plan do NOT count against your Atk and Def Stat, meaning they do not count against the # of Atk and Def Dice you can roll on your turn.

- **Backup Plan Extensions: How does a Backup Plan Extension work (found on certain Trove Loot)?**

  A Backup Plan Extension is an item that gives you more Backup Plan options. Just like your Gearloc's current Backup Plan Skills, there is a cost involved when using this new Backup Plan Extension. That cost is listed on the card.

- **Baddie Movement/Targeting: What happens if a Melee Baddie targets a Gearloc that is completely surrounded?**

  This should never happen. Melee Baddies will not target an opposing unit it doesn't have a route to. If the closest opposing unit does not have an open adjacent position, then the Baddie will target the closest opposing unit that does.

- **Poison: How does Poison work if I'm hit with it multiple times?**

  Poison is not cumulative. Rather, the counter will always be set to the more recent Poison Effect value being applied. For example: If you have a Poison 2 Effect Die on you and a Baddie with Poison 1 targets you with that Skill, your Poison Effect Die should be set to 1. The reverse is also true: Poison 1 is increased to Poison 2 if a Poison 2 Baddie targets you second. As a general rule, a unit can have only 1 of any given Effect on it at a time.

- **Search for Loot: Can a partially "used" loot (one with multiple charges) be discarded to Search for Better Loot?**

  Yes. As long as the Loot or Trove Loot takes up a spot in your Loot Area, it counts as a "loot" for situations such as this.

- **Multiple steps in a single phase: When more than 1 thing happens during the same phase, how do we know which order things are processed?**

  For all instances, when processing multiple things within a phase, it's player's choice. This goes for Gearlocs and for Baddies (use this to your advantage)!

- **Targeting: Can I choose one target for my Atk Dice and a different target for my Skill Die and a different target for my damaging Backup Plan?**

  No. You only get one target per turn, which is declared before you choose which dice are rolled. Any Skills, Backup Plan choices, or Atks that have the word "target" in their description must be used on the same target in a given turn. That being said, if a Skill or Backup Plan does not use the term "target," then that Skill or Backup Plan does not need to be used on the same Baddie as your target.

- **Baddies cannot pass through other Baddies during movement. What about moving diagonally past 2 adjacent Baddies?**

  This is allowed, as it is not considered passing through a unit. The Baddie is simply moving between them.

- **Atk and Def Dice Pool: What is a dice pool? What if all Def Dice are in use?**

  Your party shares the same general Attack and Defense Dice (white) that are used by the Baddies. This pool is not meant to be limited. Once in a great while, the Def Dice pool may run out (from dice on Baddies, Gearlocs, or in Backup Plans). If a Gearloc runs out of Def Dice to roll, others should exchange Def Dice in their Backup Plans for Atk Dice to free up dice for rolling.

- **Attacking: What does it mean to "Attack" (for Baddies and Gearlocs).**

  Attacking is the act of rolling Atk Dice (white) on a target. Rolling Skills is not considered an "Attack" even if Skills do Dmg.

- **Baddie Active Stacks: I had to search for a Baddie in my Active Stacks. What happens now?**

  Some Encounters require you to face a specific Baddie or type. Once found, shuffle your Active Stacks (except for any scouted Baddies) and place your scouted Baddies back on top of the stacks.

- **What happens if a Baddie is removed from the Battle Mat for any reason?**

  Baddies can be removed from a battle and put back in the BQ for various reasons. When this happens, any effects are removed from Baddie, Baddie health is recovered, Ini Die is removed and reset according to Ini Dice During Battle Rules (page 20), and Baddie is placed back on the Battle Mat under normal Baddie BQ – In Battle rules (page 23).

- **KO'd Gearlocs: When I am KO'd, can I do anything at all?**

  When KO'd, you've been knocked out and cannot contribute to the battle any longer unless you are Revived (a unique Gearloc Skill your party may or may not have access to). Usually, when a player is KO'd, they become the person who rolls for and moves the Baddies. This helps move the battle along. Or, it's time to get yourself some popcorn.

- **Multi-target Target Selection: If a Baddie has multiple targets (or), who will it target first?**

  This Baddie will target the weakest, then the next weakest. On ties, party can choose.

- **Rolling Attack Dice: As a melee unit, can I roll Atk Dice (for a chance to roll Bones) even if I'm not adjacent to a Baddie?**

  No. Gearlocs, like Baddies, must have a target within attack range in order to attack (roll their Atk Dice).

- **Units with Untargetable Effect Die: Can units with an Untargetable Effect Die on them still be damaged?**

  Yes. They cannot be targeted, but they can still take damage in other ways.

Further FAQs can be found on our website here: **chiptheorygames.com/support**

BoardGameGeek is also a great place to ask your rules questions!

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Fast hands make the work go quick,
Killer instinct is the trick!
Bravado clears the rocky glade,
The fuse is lit, the entrance made,

A flashbang fills the cave with light,
"Stand ground!" snarls a troglodyte.
The vibroblade makes a quick end,
And like a wyrm you now descend...

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